

# 2024 OFFICIAL GAME RULES

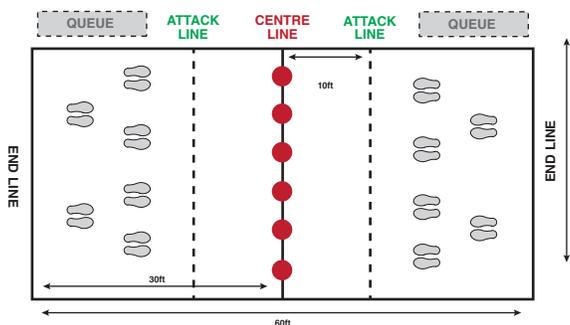


## PLAYERS:

Games are played between 2 teams of **6 players** each. Both teams are allowed up to **4 substitutes** that stand in the **Queue** area. Substitutes may enter the game only during a timeout or in case of injury.

## THE COURT:

The court will be 60ft x 30ft (size of volleyball court), divided into two equal sections by a Centre Line. An Attack Line is measured 10ft from the Centre Line on each side, making the area players are allowed to throw from.



## PLAYING THE GAME:

The object of the game is to eliminate all opposing players by getting them out. This is done by:

- Hitting an opposing player's body or clothing below the shoulders.
- Catching a ball thrown by your opponent before it hits the ground.

### Boundaries:

During play, all players must remain inside boundary lines. Players can leave the boundaries only to retrieve stray balls, but can never cross the center line.

### Opening Rush:

Game begins by evenly placing the 6 dodgeballs along the Centre Line as shown. Players then take a position behind their End Line. Upon the official's signal, both teams rush to the center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few players as it wants, but at least one person from each team has to rush. There is no limit to how many balls an individual player may retrieve.

## PUTTING BALL INTO PLAY:

Once a ball is retrieved it must be taken behind the Attack Line before it can be legally thrown. There are several ways to put a ball into play following a Rush.

- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.

## Blocking:

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with.
- A player dropping or losing possession of the blocking ball is deemed "out".
- Any blocked ball rebounding off another ball is considered live.
- Any player hit by the rebounding ball is deemed "out".

## Timeouts:

Each team will be allowed one 30 second time out per game. At this time, a team may substitute players into the game if needed.

## Winning:

The first team to successfully eliminate all opposing players will be declared the winner.

Sudden Death (Showdown): If there is only one player left from each team, Sudden Death goes into effect after 10 seconds.

The procedure for Sudden Death is:

- Referees count down 10 seconds and then the game is immediately paused. The Centre Line boundary is dissolved leaving the whole court open. Players begin with 2 balls in their hands at their End Lines. The other 2 balls go at the ends of the Centre Line. When ready, Sudden Death begins by a signal from the referees.
- Tagging the opponent in a showdown will not count; the balls must be thrown in order to hit someone out.

## OTHER DETAILS

- Each team must wear matching team uniforms.
- All players on the court must wear clean, indoor footwear.
- Players are not eligible to play with more than one team.
- Honour System: Dodgeball relies on the Honour System, in which officiating is determined more between players and less from the referees. However, if there is a controversial play, the referees will make the final call. **There is absolutely no protesting.**

## CODE OF CONDUCT

Unsportsmanlike conduct will not be tolerated. This includes:

- Foul language, racial slurs and verbal abuse.
- Regular hits above the shoulders (head-hunting)
- Unnecessary roughness and physical abuse
- Slamming down or kicking balls in anger when hit
- Arguing with officials, staff, participants, or fans
- Abuse of the honour system